Link Summon

Input file:	`standard input`
Output file:	`standard output`
Time limit:	1 second
Memory limit:	256 megabytes

You are now in a magical land, and you have five different types of sprites around you. The ability value of the i-th sprite is i.

At this moment, a sprite summoner with a sprite of ability value 6 passes by. This sprite with an ability value of 6 looks very powerful, so you quickly ask him how to obtain this kind of sprite and obtain a method called "Link Summon" from him.

Link Summon: Each time, choose some sprites with ability values from 1 to 5. For each sprite, you can choose to assign a weight of 1 or a weight of x (x is its ability value), and then obtain **one** sprite with the sum of the weights of these sprites. However, due to magical restrictions, the sum of the weights cannot exceed 6.

Now you want to know how many sprites with an ability value of 6 you can summon by linking the sprites in your possession.

Input

The first line contains an integer T ($1 \leq T \leq 10^5$), indicating the number of data sets.

Next are T lines, each containing five integers a_i ($0 \leq a_i \leq 10^9, \sum a_i \leq 10^9$), indicating the number of sprites you currently have with an ability value of i.

Output

For each set of data, output a single integer on a line, indicating the maximum number of sprites with an ability value of 6 that you can summon through linking.

Example

standard input	standard output
5 3 3 3 3 3 2 3 4 5 1 1 2 3 4 5 2 2 0 0 0 0 3 0 0 3	7 7 7 1 3